

PERCENT FOR ART COMPETITION:

University of Southern Maine, Gorham Campus

OVERVIEW

The Maine Arts Commission is making a call to all artists in Maine to submit, for purchase, existing 2-dimensional interior artworks (not to exceed 5' x 5') to be installed in the Art Department at the University of Southern Maine campus in Gorham, Maine. The total project budget is approximately **\$11,955** and the **submission deadline is October 7, 2022, 5:00 p.m. EST**. The budget will cover the cost of the purchased artwork as well as any transportation and installation costs. Artists may submit up to three artworks for consideration.

The Percent for Art law in Maine reserves one percent of the construction funds for all state-funded building projects to provide artwork for the public areas of these buildings and /or their exterior renovations and additions.

BACKGROUND

USM Mission Statement: Committed to equity and excellence, the University of Southern Maine advances a culture of inquiry and belonging in which research, creativity, and innovation accelerate transformational development in our students, on our campuses, and in our communities.

The USM Gorham Art Department is a nationally accredited program that prides itself on giving students a rigorous studio experience, historical understanding of the complexity of art practices, and the critical skills needed to become informed visual artists, art educators and art historians.

Robie Hall, named for Governor Frederick Robie, who contributed to its construction, was built in 1897. It was originally needed to house female students because the Seminary building had burned down in 1894. At this period, it was customary for male students to board in the town. Andrews Hall was constructed in 1916. It was called East Hall for forty years until in May 1956, it was named for Miriam E. Andrews. Ms. Andrews taught music at Gorham from 1922 to 1960. Robie-Andrews was extensively renovated in 1977.

We wish to acknowledge the land and water that the University of Southern Maine (USM) campuses occupy, as well as the ancestral and contemporary peoples indigenous to these places in the Dawnland.

Our campus lands were the ancestral fishing, hunting, and agricultural grounds inhabited by the Abenaki and Wabanaki people for thousands of years.

We recognize that we are on indigenous land. In addition to the Abenaki, the broader place we now call Maine is home to the sovereign people of the Wabanaki Confederacy: the Penobscot, Passamaquoddy, Maliseet, and Mi'kmaq peoples. We exist on their unceded homelands.

We also acknowledge the uncomfortable truths of settler colonialism, among them that the peoples indigenous to this place were often forcibly removed from it. Harm from the physical and cultural genocide of Native people here and throughout the land we now call Maine continues and is felt by members of the Wabanaki Confederacy who live here today, including our own Wabanaki students, staff, and faculty.

LOCATION

The artwork will be installed in a location within the Robie Andrews USM Art Department building (artworks should not to exceed 5' x 5'). The location will be as is deemed appropriate by the University.



QUESTIONS

If you have questions about the facility, please contact Ann Vashon
ann.vashon@maine.edu

All other questions should be directed to Brita Wanger- britapfa@gmail.com

PROJECT BUDGET

There is approximately \$11,955 in Percent for Art funds available for artwork for this project. These funds will be used to purchase existing work(s) from a single artist, more than one artist or an artist team. The budget must cover the cost of artwork, transportation, and installation expenses.

SELECTION PROCESS

A Percent For Art selection committee of five members will jury submissions for the project and make final purchase recommendations to USM. Final artwork will be chosen through these criteria:

- Artistic strength as shown through vision, originality, and understanding of craft.
- Reflects the mission and vision of USM and its Art Department.

WHO IS ELIGIBLE

All professional artists over the age of 18 and Maine residents. Artists who are full-time employees of the University of Maine system are ineligible for Percent for Art projects at the location where they are employed, as are members of the selection committee and their immediate families. Students at any level are ineligible. The project is open to all artists regardless of race, color, religion, national origin, gender, age, military status, sexual orientation, marital status, or physical disabilities. Artist teams are eligible to apply, including teams of artists from multiple disciplines.

DEADLINE

OCTOBER 7, 2022 is the deadline for submission of materials. Materials received after this date may be excluded from consideration.

MATERIALS REQUIRED IN SUBMISSION

Materials must be submitted online through the Maine Arts Commission's Grant Management System (GMS). See "How to Submit Materials" below for details.

All **documents** must be in a **PDF** format. All images must be in a **jpg or PDF** format. Any submissions that do not follow the requirements may be considered ineligible. Make sure submissions are labeled correctly, that you identify the Percent for Art call you are applying to, and that **your name, phone number, mailing address and email information is on every document.**

Your proposal must include:

1. A current concise resume for participating artist(s) (2 pages maximum).
2. An itemized budget that includes the cost of each artwork and estimated transportation and installation expenses (not to exceed the total PFA budget).
3. A brief anticipated maintenance plan required for the artwork.
4. Quality images of artwork that is currently available for purchase. Each artist may submit up to 3 pieces of artwork for consideration. Do not submit more than 2 images per piece. Please identify each jpeg file with the piece it represents (title).
5. A work/s list that provides the title, medium, size, cost and brief description of each submitted piece.

HOW TO SUBMIT MATERIAL

NOTE: *Some Internet Explorer users have experienced problems during the application process. Because of this, we recommend that you use the Firefox, Safari or Chrome web browser to access the GMS and submit your application.*

STEP 1: Click [here](#) to sign into the Maine Arts Commission's Grant Management System (GMS).

-If you already have an account with the Maine Arts Commission then type in your username and password and click the "Sign in" button.

-If you DO NOT have an account with the MAC, click the "New User?" to create a new account. Fill out the fields as directed, then click "Register" at the bottom. Next you will see the "Registration Accepted" page that will prompt you to check your email.

Following the link in your email to go back to the GMS website and log in.

STEP 2: On the "Grants Management System" page under "Active Grants" scroll through to locate the Percent For Art project you are interested in (there is usually more than one page to scroll through). Click "read more" under the opportunity posting.

STEP 3: Read the "Reference Materials" information for full details on the project.

STEP 4: If you are ready to start your application submission, click “Apply Now” at the top or bottom of the “Reference Materials” page.

STEP 5: Fill out the GMS “Contact Information”. When filling out the contact information, select the following:

- For Application Institution, select “Individual”

- For Application Statistic, select “Individual Artist” (regardless of number of artists participating in proposal)

At the bottom of the page click “Save & Next”.

STEP 6: For the “Support Material” section, please upload the required materials listed above. Do not upload A/V files. Follow the “Manage Images and Documents” instructions on this page for actual uploading. Files can only be uploaded one at a time. Please be sure to fill out the file description box for each.

When you have uploaded your entire required materials click “Next Step”.

STEP 7: In the “Checklist & Status” page, you may click “Submit” if you want to come back and change any information before the deadline,

OR

If you are entirely finished with your application, you may check the “I have completed all required steps for this application” box and then click “Submit”. At this point your submission is complete and you will not be able to make any changes to the application.